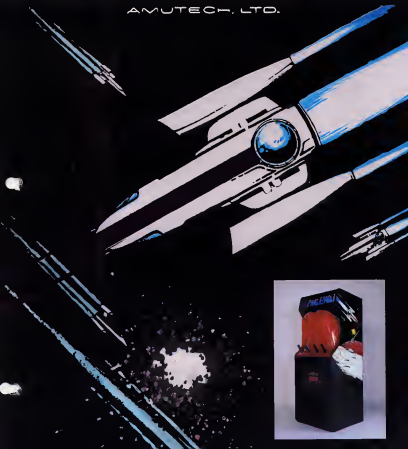


SPACEACE

AMUTECH, LTD.



SPACE

DESCRIPTION OF GAME

Spacece enables players competing against each other, to maneuver their rockets and attempt to shoot each other down with phaser fire. The players have the ability to control the direction of their rocket by using joysticks and avoiding getting hit using rocket fire or entering hyperspace. Choice of Pro or Novice gives players control of the speed of the rockets. Each player has two joysticks. One for maneuvering and rocket fire. The other for phaser fire and hyperspace. The game is time controlled by the operator, and the game can take up to 8 quarters for maximum time for playing.

TIME OPERATION:

Operator option of time selection for each quarter are 30, 60, 80, and 100 seconds. Each game begins with the players having 250 Energy Units per player. Energy units are expended as follows:

Phaser Fire	30 energy units
Rocket Blast	60 energy units
Hyperspace	120 energy units

SCORING:

Each time a player shoots his opponent with a phaser, he is awarded 5 points. Anytime a rocket is hit

with a phaser, the other player is awarded 5 points. Anytime a rocket crashes, it costs the player 3 points. Score can reach 9,999.

ELECTRICAL:

117 Volts, 60 Hz, 2 Amps
220 Volts, 50 Hz, 2 Amps

DIMENSIONS:

Height: 65" Depth: 28"
Width: 28" Weight: 260 Lbs.

STANDARD FEATURES:

25" Color Electrohome Video Monitor with 1 year warranty. Locking cash box and dual coin mechanism to reduce down time. Sound and time control easily accessible through coin door. Operator diagnostic switch for ease of trouble shooting. 8080A solid state microprocessor circuitry. 24 Hour factory back up on all parts.

WARRANTY:

1 year Electrohome monitor warranty
1 year Circuitry warranty
Parts list available at local distributor

AMUTECH, LTD.

150 Bellam Blvd., Suite 230
San Rafael, California 94901
(415) 456-2370

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